Hand Controls

Each hand control is numbered on the top of its knob. Remember to insert each control into its corresponding numbered location on the back of your Arcade (see figure 4.)

The detailed action controlled by the hand controllers varies with the game being played. Each pistol grip hand control has several functions which determine the action seen on your screen.

Squeezing the trigger activates a switch for shooting as in Gunfight or placing a trace on the screen as in Scribbling.

The knob on top of the control can be moved in 8 directions, forward, backward, left, right, and at 45 degree angles.

These motions determine the movement of the image on your screen.

Rotating this knob positions the cowboys hand during Gunfight, etc. Review hand control actions for each individual game. Notice that the knob moves easily. **Under no circumstances should you force that knob.**

Figure 6

HAND HELD

TOP VIEW

Figure 7

Gunfight (2 player only)

"Draw, you tinhorn!" You've got to be the fastest and the surest shot in the room to win at Gunfight.

How to get Gunfight on your screen:

Press 1 on your keypad to get Gunfight on your screen. The Bally Arcade will ask you to enter the maximum score. (Press [5] and the first player to shoot down the other five times, will win the game.) You must enter [=] after you pick your score.

Example:

Enter [10] (number of games)
Enter [=] (game start)

This is the picture that will appear on your TV screen:

Figure 8

1. Each player's score.
2. The shots remaining.
3. Ten second timer starts after either player runs out of ammo.
4. Each "scoring set" will have different objects appear on screen between the gunfighters. Your gunfighter will be able to hide behind cactri, trees and even a covered wagon.

Hand Controls

Gunfight is a two-player game and uses the hand controls numbered '1' and '2'.

Joy Stick. . . . Walks your gun fighter around the screen.
Knob. . . . . .Raises and lowers his arm.
Trigger. . . . . Shoots.

Checkmate (0 to 4 players)

Challenge your friends or family to this fascinating game of wits. See if you can cause your opponents to crash into your trail, their trail, or the sides of your TV screen. . .before they nail you!

How to get Checkmate on your screen:

Press 2 on your keypad to get Checkmate. The Bally Arcade will ask you to enter the number of games. You must enter = after you enter the number of games.

The Bally Arcade will then ask you to "ENTER # OF PLAYERS."

Press 0. . .For no players and the computer plays against itself.

Press 1. . .Four characters appear and it is man against machine. You control player #1 and the Bally Arcade controls the remaining three.

Press 2, 3, or 4. . .The corresponding number of characters will appear and it is every man for himself.

Example:

Enter 8 (number of games)
Enter = (game start)
Enter 1 (for one player)

After you have decided how many people will play Checkmate, the following picture will appear on the screen:

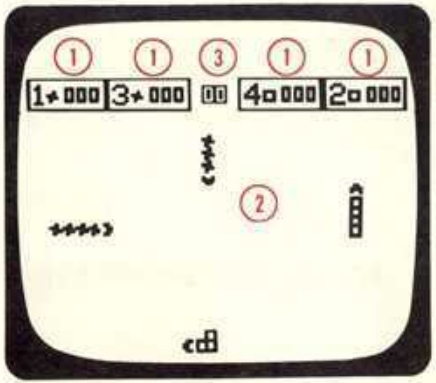

Figure 9

1. Each player's symbol and score.
2. Each player's symbol on the playing field.
3. The number of games remaining.

Scoring:

Every time you out last one of your opponents, you receive one point. For example, in a game with four players, the first player to be eliminated scores zero, and the remaining three score one point each. The *next* player eliminated also scores zero, and the remaining two players each score another point. After all other players have been eliminated, the remaining player will have scored three points. . .and the game is over.

Hand Controls

Joy Stick. . .Moves your symbol horizontally, vertically and diagonally.

Knob. . . no function.

Trigger. . . no function.

Scribbling

Scribbling is a fascinating creative game. By manipulating the various controls you can create a multi-color pattern on your TV screen and draw or write almost anything you choose.

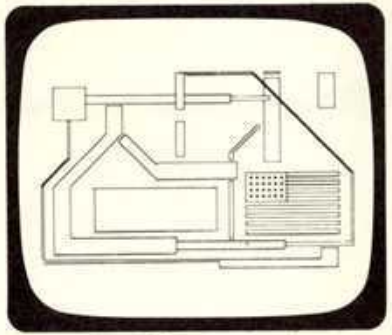

Figure 10

How to start:

Press [4] on your keypad to get Scribbling on your screen.

Now that you've chosen Scribbling, the question "# of players?" will appear. You can choose from zero to four by pressing the appropriate number key on the keypad.

Before starting to scribble, place the plastic overlay for the keypad into position. This overlay outlines the functions controlled by the keys during Scribbling.

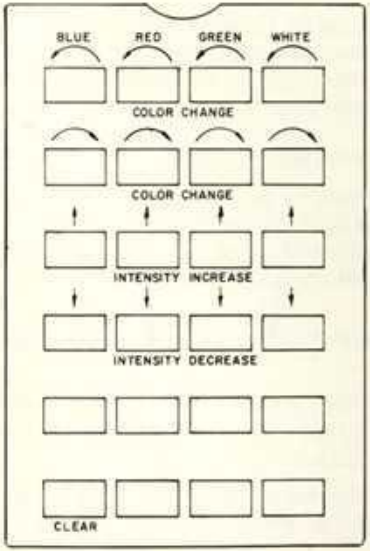

Figure 11

If you select zero players, the Arcade console will automatically trace an ever changing pattern on your TV screen and continues until you press the reset key or the clear key. (The automatic television protective circuit will not function while in zero player mode.)

When 1 to 4 player action is chosen you should see one to four colored squares on your screen. Movement of these squares is accomplished by movement of the Joy Stick in any of its eight directions. Squeezing and releasing the trigger of the control will place a colored square anywhere you desire. If you wish to draw a line, squeeze the trigger and hold. Move the Joy Stick in the direction you wish to draw.

Rotate the top control knob to change the size and color of your square. In the counter clockwise position of this knob you will see a large blue square. As you begin to rotate in a clockwise direction the color will change to red, then green and finally white. Continue to rotate and the size of the square will decrease and again you will pass through the four basic colors.

One complete rotation from left to right produces 4 square sizes — large to small — and the 4 basic colors which in effect puts a 16 position switch at your fingertips.

Alternately squeezing and releasing the trigger while in motion produces a dotted line. The combinations you can produce are limitless. . .but we're not through yet! We must go to the keypad controls. Looking first at the color wheel, as illustrated here, you will note that it displays a total of 32 colors. All of these colors are attainable by using the proper button on the keypad. For example, if we wish to change from green in our display to orange we press the clockwise rotation key in the third row (Green) and hold, until green becomes orange and release. The color wheel is made up of the 8 colors in each segment, shown between the 4 basic colors. The color clockwise and counter clockwise keys appear in the first two rows (top to bottom) on your keypad, the next two rows of keys control the intensity level of a color. Having 8 intensity levels for each color we now reach the total of 256 available colors! When changing to any color or intensity of color, the key must be held down until you reach the desired result.

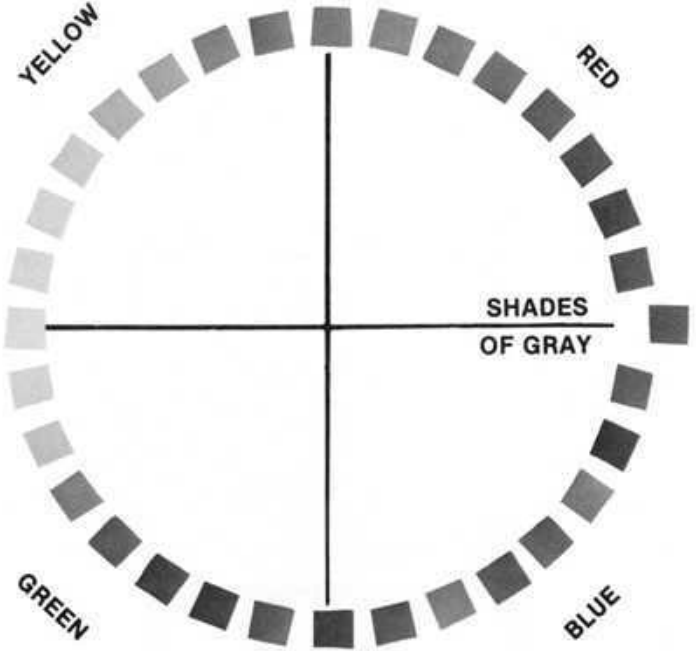

Figure 12

When playing scribble you will not need the pause feature. However, the automatic television protective feature operates normally.

Press clear key to reset all colors and intensities to initial values.

Calculator Instructions

The programmable microprocessor unit in your Bally Arcade contains a 5-function, 10-memory printing keypad calculator that scrolls on your TV screen.

The convenient algebraic entry system allows problems to be entered in the same order they are written. If we want to calculate 3 + 4 − 5 we need only to press [3] [+] [4] [−] [5] [=].

After choosing the calculator by pressing [3] on the keypad, your TV screen should show a white background and a long orange horizontal bar near the bottom of your TV screen. This represents the viewing window of your calculator.

The calculator is easy to operate and can add, subtract, multiply and divide. Using these four basic functions, we'll see exactly what takes place and how it looks on your TV screen. Let us perform the operation: 6 + 5 − 4 × 3 ÷ 7 = ?, by pressing, in order, the number and function keys [6] [+] [5] [−] [4] [×] [3] [÷] [7] [=]. Looking at your TV screen, you'll see the answer — the sum total of your calculation, appears as "3 = " in the orange window.

The calculations appearing directly above this window are the beginning of a printed video tape revealing each entry and function performed. This unique feature of the calculator will continue to record and store your calculations up to a limit of 100 lines, allowing for lengthy and complex calculations. In addition, *you may recall to your TV screen*, any *previous* calculation by simply pressing and holding the scroll backward key [↓] until your calculation appears! At this point, it would be best to use the scroll forward key [↑], and return to the end of the video tape prior to any further calculations. Should you start new calculations while in the middle of the video tape, they will be added in their proper location at the end. Therefore, you will not see them as before. Your only visible indication will be the line entries as they appear in the orange window. To clarify, video tape must be scrolled forward until end of tape is reached. Should your calculations exceed the 100 line limit, data at beginning of video tape will be omitted as new data is added, thus maintaining a tape of 100 lines.

(C) Clear Key - Removes all previous calculations including memory storage.

(CE) Clear Entry - Removes only the last entry from display.

(CH) Change Sign - The "CH" key changes the sign of the displayed number. Negative numbers will appear in red.

(MS) Memory Store - Adds displayed number to memory, 10 individual entries to memory storage can be made. Each time the MS key is used it should be followed by pressing the appropriate number key (1,2,3, etc.), to establish numerical sequence within storage register.

(MR) Memory Recall - Recalls number in memory to display. Must be followed by appropriate number key to secure correct memory from storage.

(↑) Scroll Up - Moves video tape forward.

(↓) Scroll Down - Moves video tape backward.

(•) Decimal - Enters a decimal point.

(%) - Calculates a percentage of the previous entry.

Figure 13

Display

Calculator will display up to 10 digits to the left of the decimal point on your screen. It will also store up to 10 digits to the right of the decimal, which are not shown.

Set the decimal values, subtract the 10 digit number shown in display from itself.

Example:

Enter:	1 . 3 0 4	Display 1.304
Enter:	+ 1 0 0 0 0 0 0 0 0 0 1	Display 1000000001
Enter:	– 1 0 0 0 0 0 0 0 0 0 1	Display .304

Enter: 5 6 0
Enter: +
Enter: 4
Enter: %

Window shows 22.4 which is 4% of 560.

Enter: =

Window shows 582.4 which is 560 plus 4%.

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Your Bally Arcade not only has four games built in, it has virtually hundreds of game possibilities! With optional Videocade™ cassettes, you will have a veritable library of games and educational tools. Videocade™ cassettes are now available in a variety of programs that include an Educational Series, a Sports Series, an Action/Skill Series and a Strategy Series. And more are on the way!

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